



O N L I N E

LEARNING

Digital Electronics (SKEE1223)

Latches & Flip-Flops

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Logic Circuits

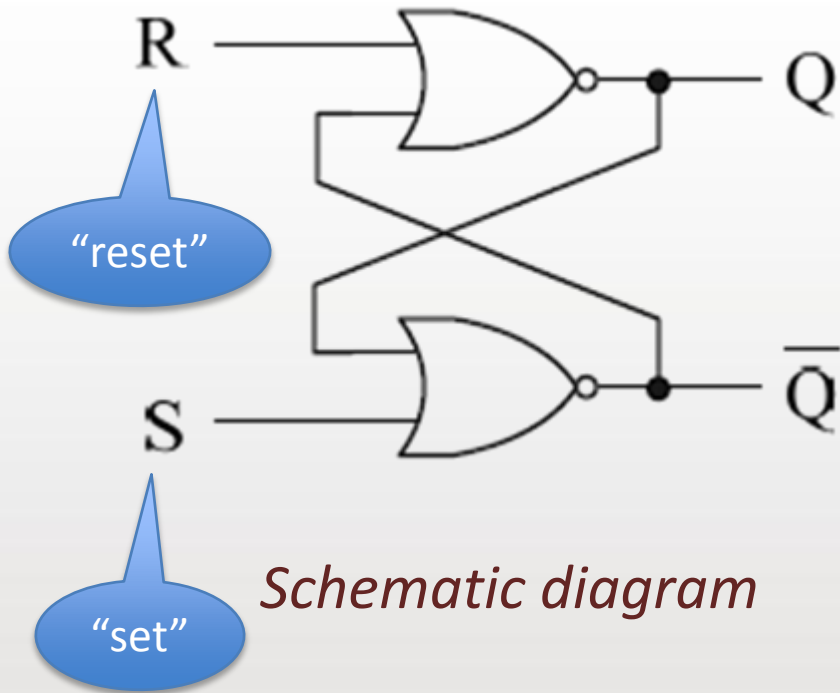
Combinational

Sequential

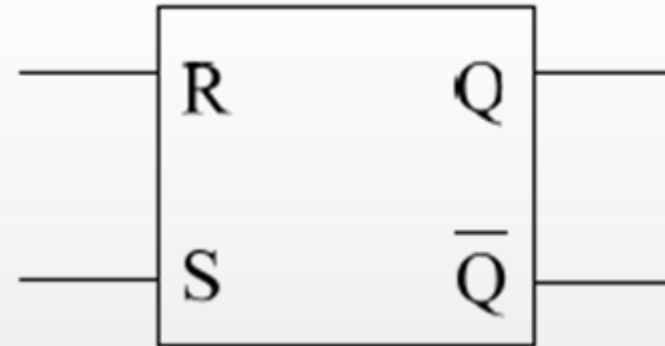
Logic Circuits

	Combinational	Sequential
Characteristic	Output depends only on present inputs	Output depends on present and past inputs
Example devices	Gates, decoders, multiplexers, adders	Latches, flip-flops, registers, counters, processors

SR Latch



Schematic diagram



Logic diagram

SR Latch

Present State

Next State

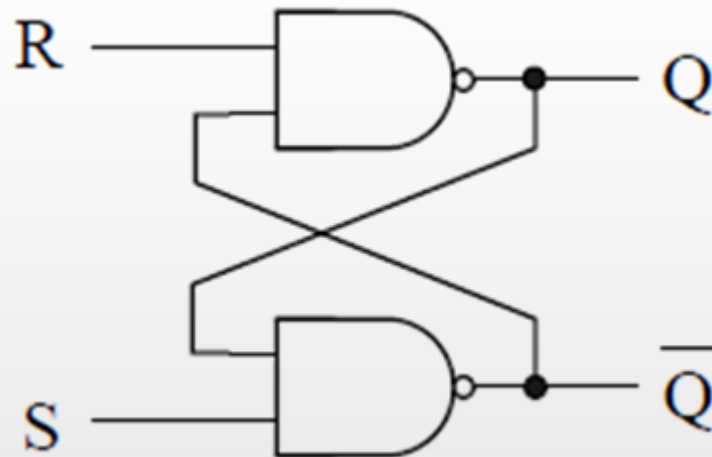
R	S	Q_n	Q_{n+1}
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	Illegal inputs
1	1	1	Illegal inputs

R	S	Q_{n+1}
0	0	Q_n (no change)
0	1	1 (set)
1	0	0 (reset)
1	1	Illegal inputs

Truth table

Simplified truth table

NAND Version

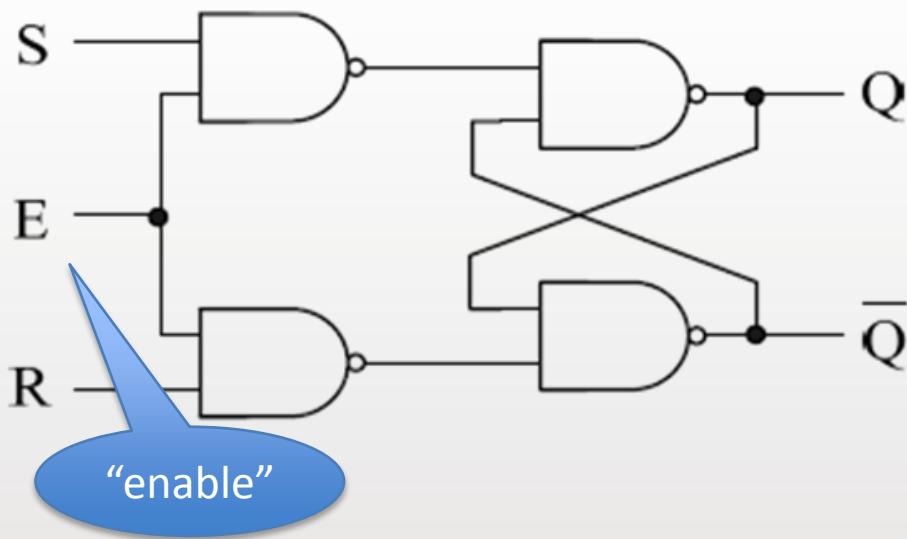


Schematic diagram

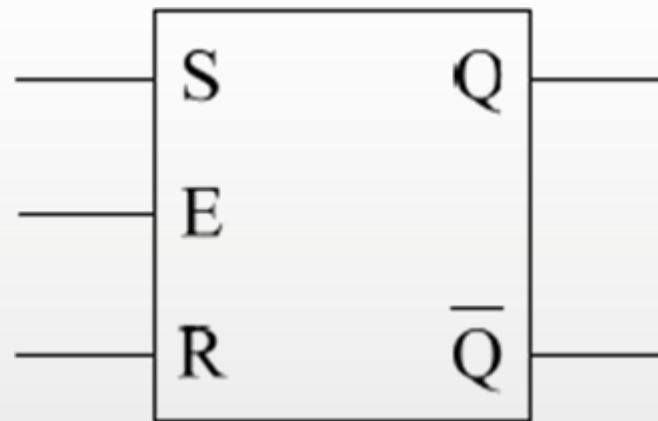
R	S	Q_{n+1}
0	0	Illegal inputs
0	1	1
1	0	0
1	1	Q_n

Simplified truth table

Gated SR Latch



Schematic diagram

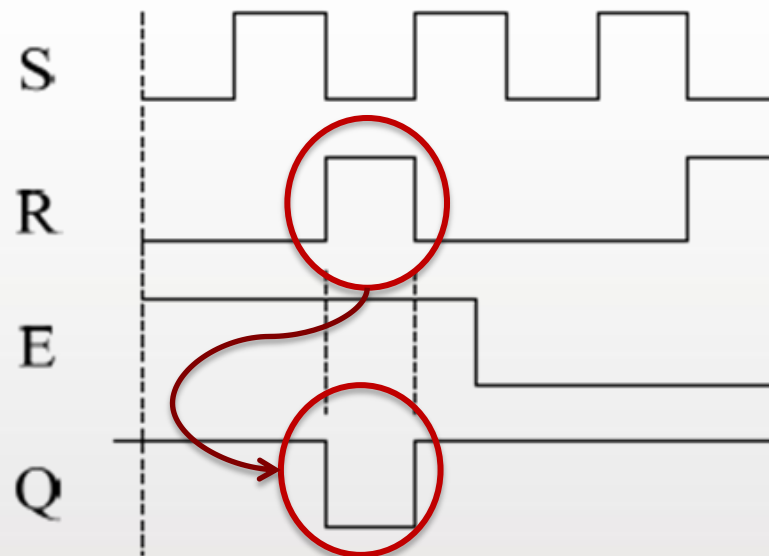


Logic symbol

Gated SR Latch

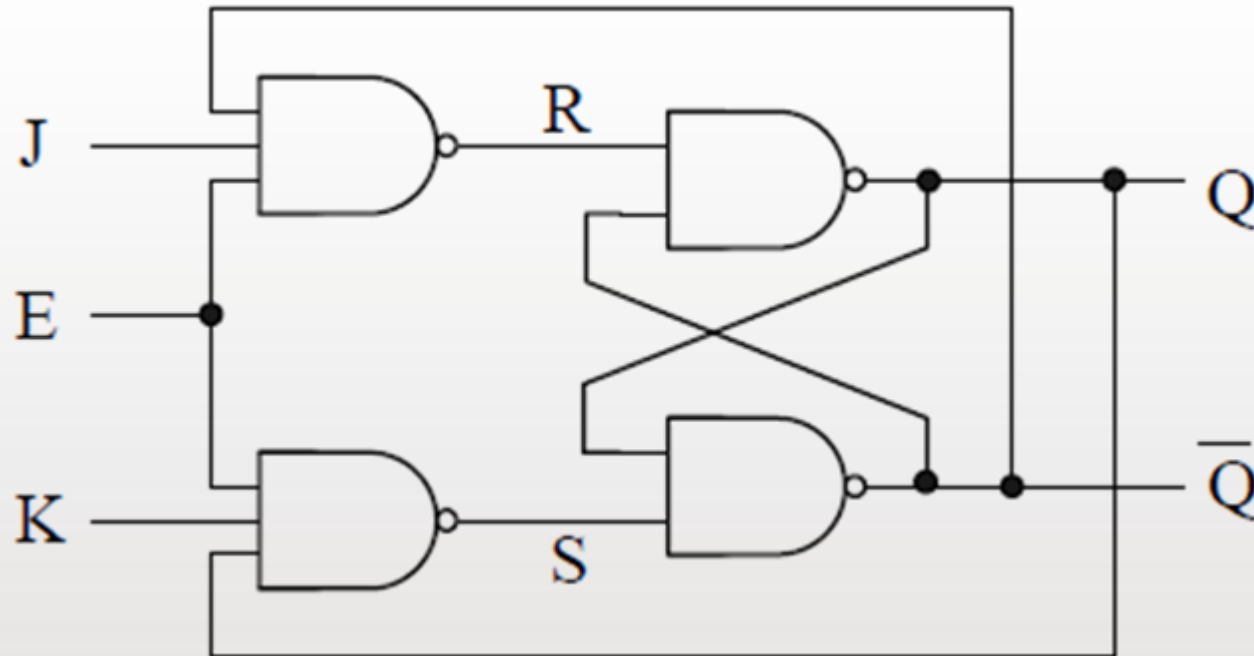
E	R	S	Q_{n+1}
0	X	X	Q_n
1	0	0	Q_n
1	0	1	0
1	1	0	1
1	1	1	Illegal inputs

Truth table



Timing diagram

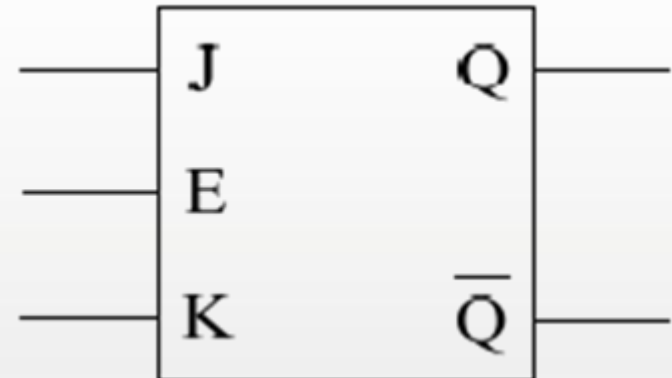
Gated JK Latch



Gated JK Latch

E	J	K	Q_{n+1}
0	X	X	Q_n (no change)
1	0	0	Q_n (no change)
1	0	1	0 (reset)
1	1	0	1 (set)
1	1	1	\overline{Q}_n (toggle)

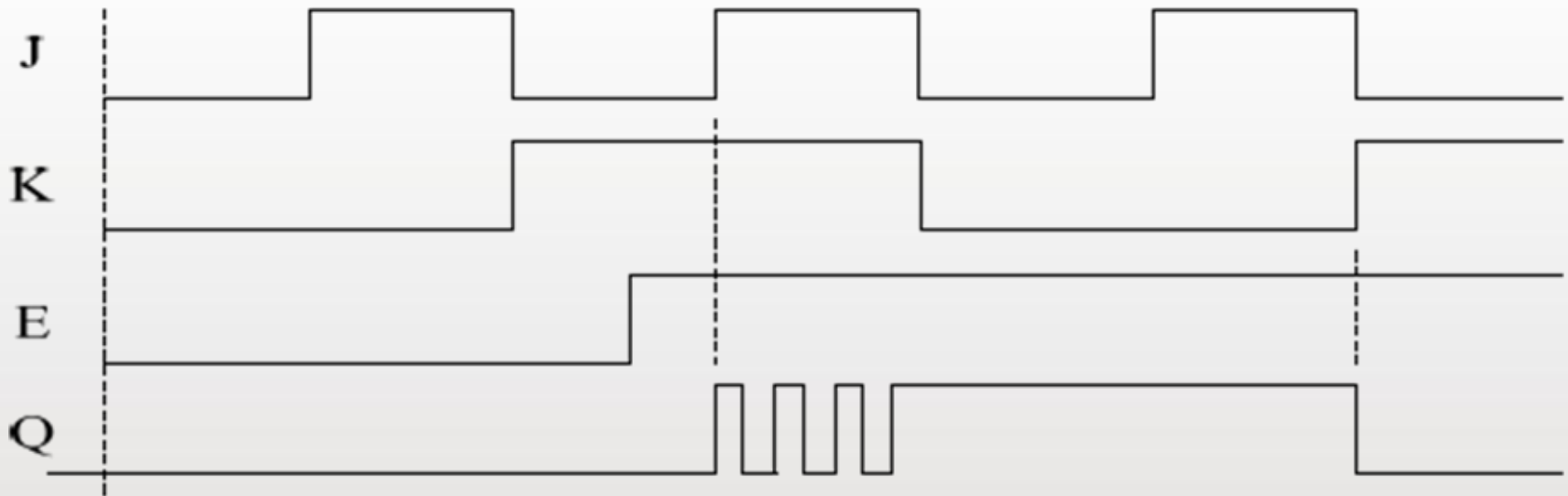
Truth table.



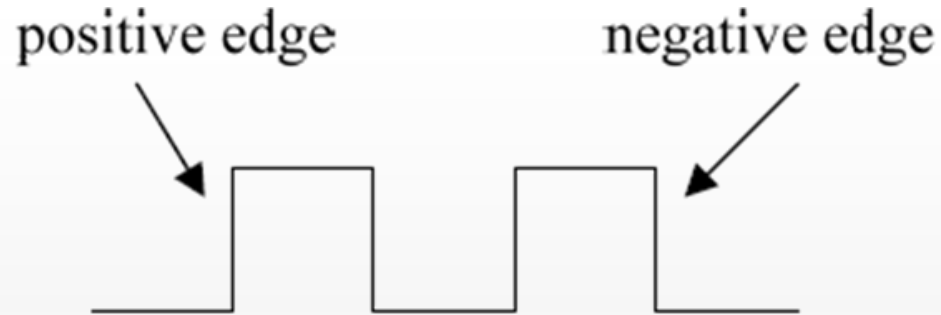
Logic symbol.



Level Triggered JK Latch



Clocks



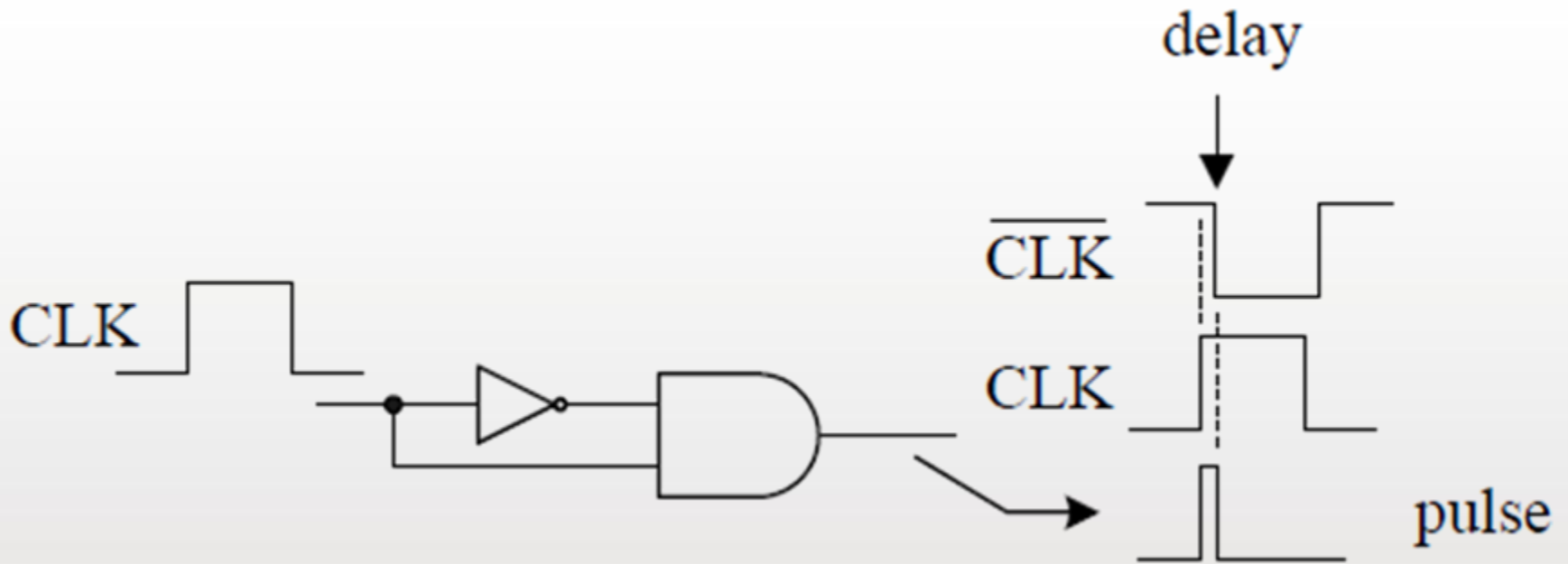
positive edge
triggered



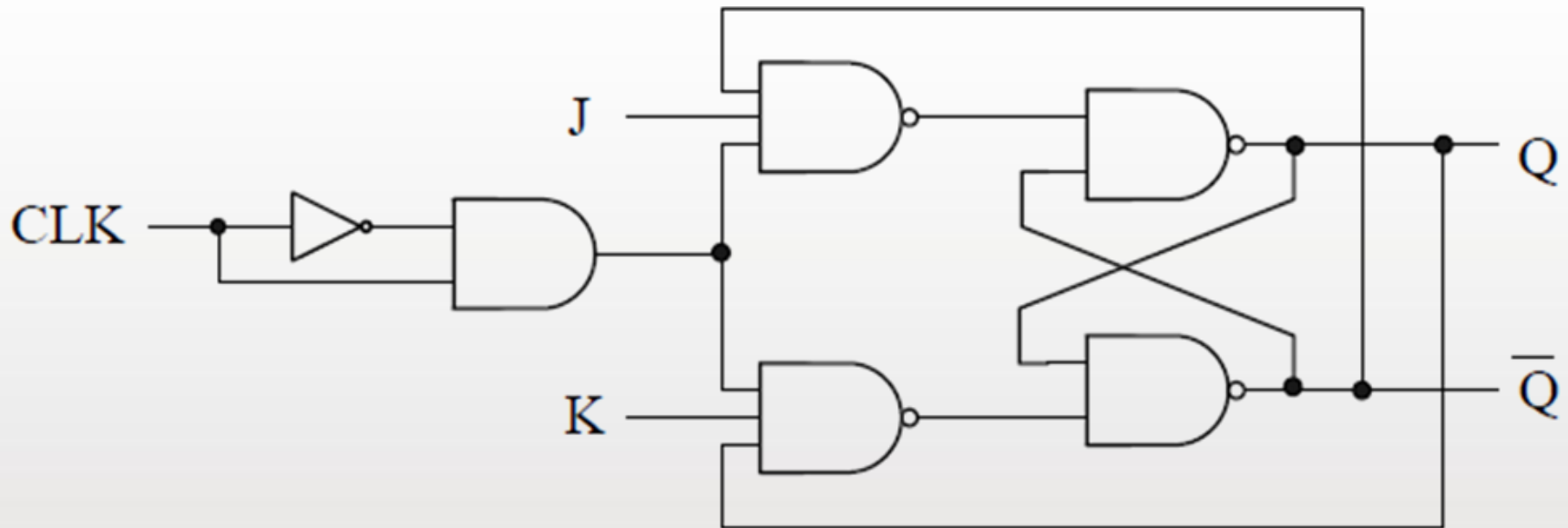
negative edge
triggered



Narrow Pulse Generation



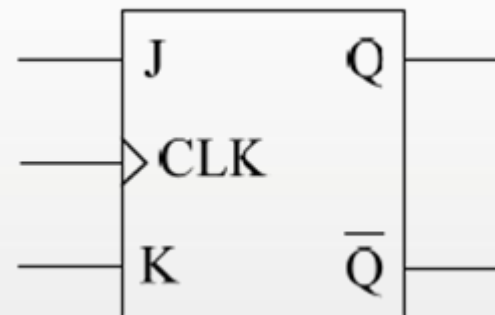
Positive Edge Triggered JK Flip-Flop



JK Flip-Flop

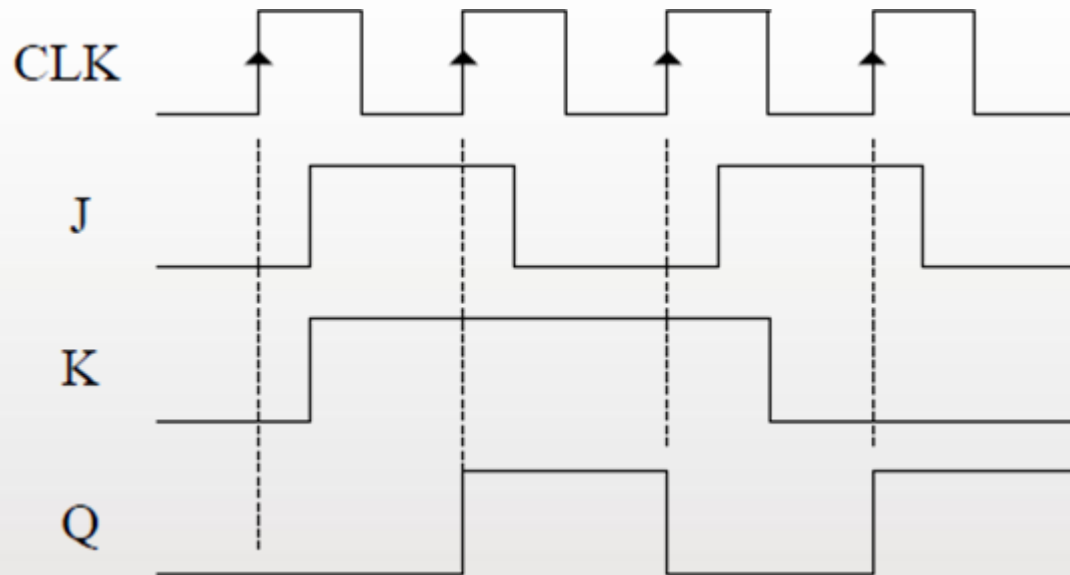
CLK	J	K	Q_{n+1}
\downarrow	X	X	Q_n
\uparrow	0	0	Q_n
\uparrow	0	1	0
\uparrow	1	0	1
\uparrow	1	1	$\overline{Q_n}$

Truth table



Logic symbol

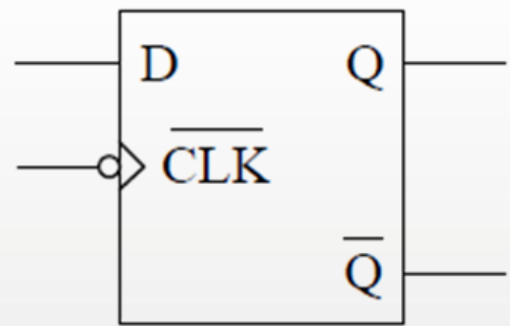
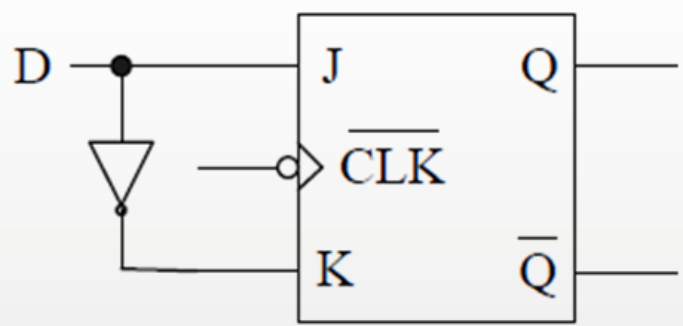
JK Flip-Flop Timing Diagram



Negative Edge Triggered D Flip-Flop

Implemented using JKFF

Logic symbol

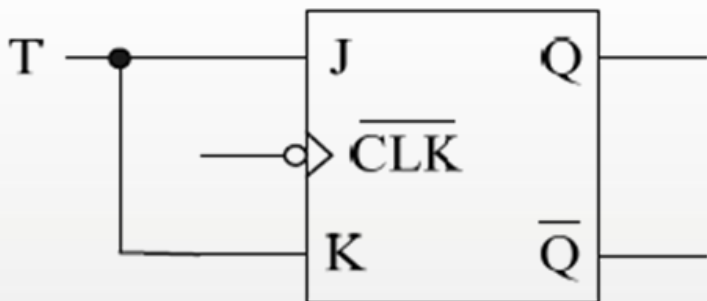


$\overline{\text{CLK}}$	D	Q_{n+1}
\uparrow	X	Q_n
\downarrow	0	0
\downarrow	1	1

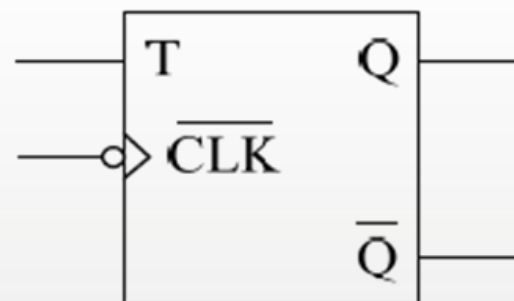
Truth table

Negative Edge Triggered T Flip-Flop

Implemented using JKFF



Logic symbol

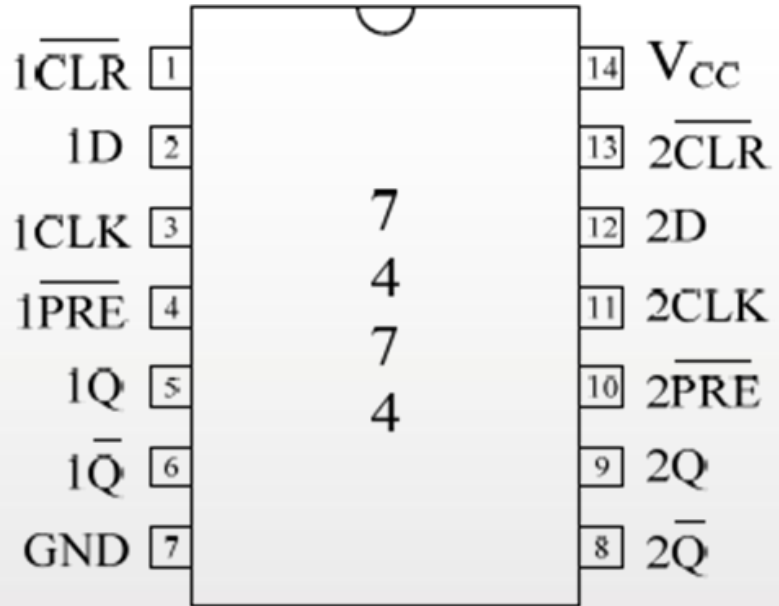


$\overline{\text{CLK}}$	T	Q_{n+1}
	X	Q_n
	0	Q_n
	1	$\overline{Q_n}$

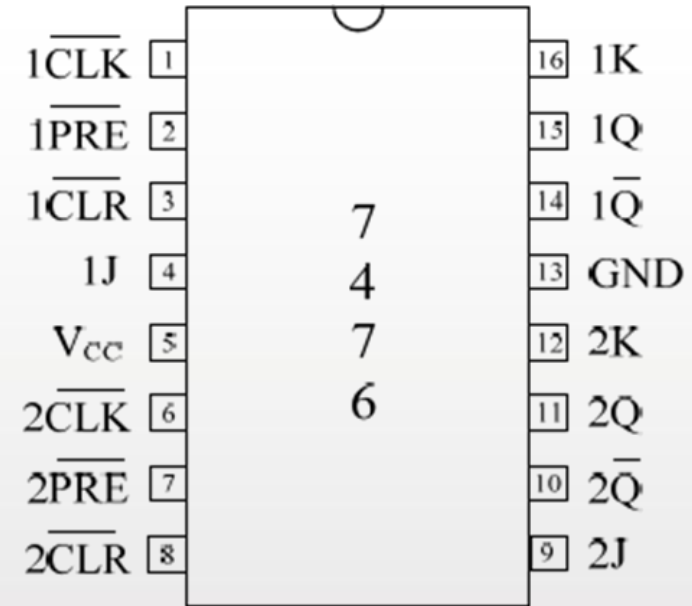
Truth table



Flip-Flop Chips

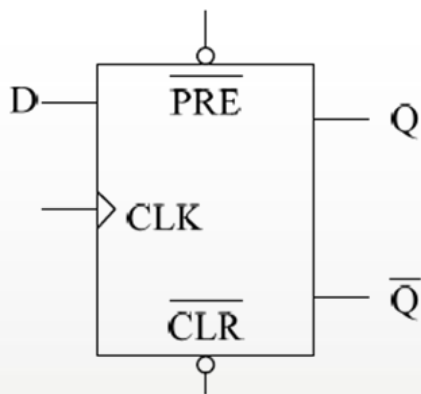


7474 D Flip-Flop

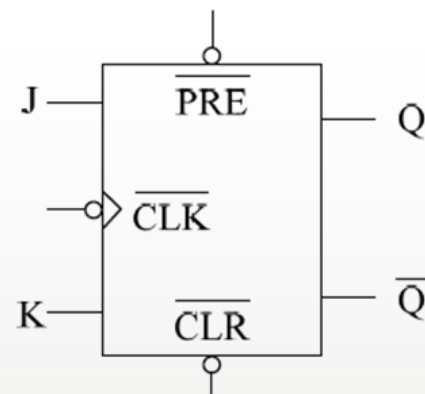


7476 JK Flip-Flop

Preset and Clear Functions



7474



7476

$\overline{\text{PRE}}$	$\overline{\text{CLR}}$	Operation
0	0	Not used
0	1	Set ($Q = 1$)
1	0	Clear ($Q = 0$)
1	1	Flip-flop operation

Truth table.

7476 Timing Diagram

